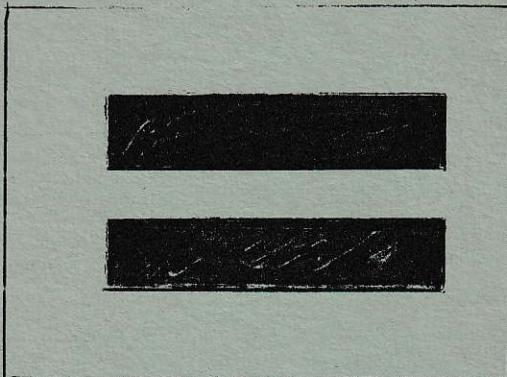


Chicago Council

Boy Scouts of America

GREEN BAR TRAINING COURSE



EXPANDED FROM

THE HANDBOOK FOR SCOUTMASTERS

by

Richard L. Shotke

C O N G R A T U L A T I O N S:

You are reading this because you are sincerely interested in developing a better Patrol Method in your Troop. That interest is half of the job; this Training Course is most of the other half.

First of all, accomplishing the GOAL you have set, will take some work. Make no mistake about that. But it has been made as easy as possible in this Course by providing most of the technical material verbatim, or by a page reference.

There are three standard Manuals that are the chief tools of Troop Scouters. These are:

1. THE HANDBOOK FOR BOYS (HB) (NEW Edition)
2. THE HANDBOOK FOR PATROL LEADERS (HPL)
3. THE HANDBOOK FOR SCOUTMASTERS (HSM)

These are used extensively in every Session of the Course. It is essential that you have all of them, and that your Junior Leaders have the first two.

It is absolutely necessary that everyone connected with the Course READ the "Preliminary Reading Assignments" before each Session to provide a common background of information. YOU MUST INSIST UPON THIS.

Be sure everyone uses an adequate Course notebook regularly.

Finally, remember that this Course represents the experience of thousands of Troops throughout the country. Give it a chance to help your Green Bar men, your Scouters, and yourself.

FIRST TRAINING SESSION

JUNIOR LEADERS' TRAINING

PATROL SPIRIT - PATROL ORGANIZATION

TIME (mins.)	DO THIS (Detailed program follows)	RESPONSIBILITY (List names)
3	I. <u>OPENING</u>	
	1. Second Point of Scout Law in full 2. Reading: Patrol Leader's Qualifications	
5	II. <u>WHAT WE EXPECT TO ACCOMPLISH</u>	
	1. To establish the Patrol Method 2. To help Patrol Leaders to learn HOW	
25	III. <u>ESTABLISHING THE GREEN BAR PATROL</u>	
	1. Forming the Patrol 2. Patrol Name 3. Patrol Flag Contest	
20	IV. <u>INSTRUCTION GAME</u>	
	1. Preliminary steps 2. The Game: "One Hand Knotting"	
10	V. <u>PATROL DUTY ELECTION</u>	
20	VI. <u>WORK SESSION</u>	
	1. Individual Patrol Duties 2. Practical experience in these duties	
20	VII. <u>RECREATIONAL GAMES</u>	
	1. "Grows and Cranes" 2. "Beam Race" 3. "Gossip"	
3	VIII. <u>CLOSING CEREMONY</u>	
	1. Taps by all 2. Hum Taps while Scout recites Oath	
5	IX. <u>RESUME</u>	

FIRST TRAINING MEETING

Theme: Patrol Spirit and Patrol Organization

Preliminary Reading Assignment:

Adult Leaders: - HSM, Chapter 1 & 2; New HB, Tenderfoot Knots

Junior Leaders: - HPL, Chapters II & IV; New HB, Tenderfoot Knots

Materials Needed:

Paper, pencils

Copy of 'Patrol Record Book'

Crayons & cloth (for Flag)

Course Notebook for each member (Spiral composition book is good)

Visual Aid: So Now You're a Patrol Leader

4' length of rope for each member

20" length of whipping cord per member

Game materials as indicated

PROGRAM

I. OPENING One of the leaders recites the Second Scout Law in full.

Another leader reads the "Patrol Leaders Qualifications" (HPL p.1)

II. WHAT WE EXPECT TO ACCOMPLISH

A brief exposition of the aims of the Course, based on the Preliminary Reading in HSM and Hpl.

1. To establish the Patrol Method in our Troop - natural groups - select own leaders - operate all Troop activities in Patrol groups - all activities planned in advance by the Green Bar Council.

2. To help Patrol Leaders learn HOW to do the job - by defining that job and providing program helps.

III. ESTABLISHING THE GREEN BAR PATROL

i. The Scoutmaster declares the Green Bar Council Patrol officially formed. He explains that he will act as the Patrol Leader; the Senior Patrol Leader as the Assistant Patrol Leader; ASM's, Junior ASM's, etc., as special instructors, judges for contests, leaders of games and handicraft activities; and the boy leaders as the members of the Patrol.

2. Discussion of Patrol Name. The WHY and HOW of selecting a name that will have a definite significance to the Patrol (HPL). Talk over various names. Make a preliminary selection of a few, then put them to a vote. Decide on the Patrol Call to fit.

3. Patrol Flag Contest. Have buddy teams prepare rough sketches of a flag for the Patrol (HPL p. 17 & FB). The idea counts more than artistic execution. Vote for best and make a permanent flag by drawing in with crayon on a piece of cloth.

IV. INSTRUCTION GAME

1. Pass out 4 ft. lengths of rope and 20 inch pieces of whipping cord. All to whip both ends. (HB) p. 90)

2. Review quickly the use and tying of the 5 Tenderfoot Knots - Square, Sheetbend, Clove Hitch, Two Half Hitches, Bowline around self (HB p. 93-95) It is a good teaching technique for all manual skills to stand beside the boy, not in front of him, while demonstrating.

3. The Game: "One Hand Knotting" (HSM p. 440)

V. PATROL DUTIES ELECTION

1. Elect members to fill the jobs of Patrol Treasurer, Scribe, Quartermaster, Hikemaster, Grubmaster, and Cheermaster. In case of a large group, turn a single job over to a buddy team to handle. (HB p. 57)

2. Rotate these assignments each Session to provide each boy with experience in all jobs.

VI. WORK SESSION

With the "job holders" chosen, get them busy right away. Have a short session to acquaint the group with the duties of each job. This is important so that each Patrol Leader will know how to choose and use the members of his own Patrol for jobs.

VI. WORK SESSION (Continued)

1. Duties of Patrol Members

Patrol Leader

As a Leader of the Patrol - plans with Scouts, all Patrol Meetings, activities, hikes, etc. - trains members in Patrol jobs - trains and examines Scouts in requirements - generally responsible for Patrol.

As a leader in the Troop - member of the Green Bar Council, working with it in planning Troop Programs - represents Patrol, expressing its wishes and taking back decisions of the Council - promotes wholehearted participation of Patrol in all events.

Assistant Patrol Leader - - - - similar to above, usually with regular specific assignments in certain fields of leadership in the Patrol. He also takes the place of the Patrol Leader in his absence.

Treasurer - - keeps Patrol accounts, collects and dispurses Patrol Funds. He is also usually responsible for collecting dues at Troop Meeting to turn over to Troop.

Scribe - - Keeps Patrol records - advancement, Patrol log, etc.

Quartermaster - - in charge of Patrol equipment, its use and care

Cheerleader - - Patrol stunts, songs, cheers, etc.

2. Now, each should get started actually working at his responsibility. The Treasurer develops a budget; the Scribe fills in the Patrol Record book; the Hikemaster works out a route to a Campsite; the Grubmaster makes up a Patrol Menu; the Cheerleader produces a list of songs and stunts popular with the Patrol members.

VII. RECREATION GAMES

1. Go over the games carefully in advance. Remember, your presentation is constantly the model the boys follow:

"Crows and Cranes" (HSM p. 446)

"Gossip" - In this game, the leader lines up the group in a single file about an arm's length apart. He informs them that he will show them how gossip can become distorted. He then quietly reads a prepared note to the first boy, folds the note and instructs the boy to hand the note to his neighbor and to repeat the message to him. This is repeated until the last boy gets the still folded note and the oral message. He then tells the group his version of the message, and then he reads the note. Results are startling.

If time is short, run game only until the Scouts have caught on the rules; then shift to another. The object should be always to give the boy leaders a variety of program material for their meetings rather than to play the game to its completion.

VIII. CLOSING CEREMONY

First the entire group softly sings the words to TAPS. Then they hum the melody while one Scout slowly repeats the Scout Oath.

IX. RESUME

After closing each meeting it is of vital importance that the Scoutmaster take a few minutes to go over the evening's features, and to relate them to the Patrol Leader's own needs in his Patrol. Otherwise much of the material will be lost for want of simple direction. Be sure that you add your own comments to these suggestions.

I. Opening - simple; well adapted to subject of the evening; easy to use in a Patrol Meeting.

II. Expect to Accomplish - took the group into the leader's confidence; helped orient on goal for the coming activities.

III. Establishing Patrol - Gave everyone a part in developing the working organization; accepted suggestions from all.

IV. Instruction Game - easily adaptable to Patrol Meetings use; fun, but taught a great deal. For success, know your game, present it in a formal sort of setting.

V & VI. Patrol Duties and Work Session - Everyone got a part in making the group a successfully functioning unit; and then had an opportunity to learn HOW to do his part and then actually to DO it in a practice session.

VII. Recreation Games - fun, easy to run in a Patrol Meeting.

VIII. Closing - simple, but leaves group with a Scouting taste for trip home. -5-

SECOND TRAINING SESSION

JUNIOR LEADERS' TRAINING

PATROL MEETINGS

TIME (min.)	DO THIS <u>(Detailed Program Follows)</u>	RESPONSIBILITY <u>(List Names)</u>
2	I. <u>OPENING</u>	
	1. Patrol Scout Oath & Law	
10	II. <u>BUSINESS PERIOD</u>	
	1. Short but complete	
15	III. <u>SCOUTCRAFT INSTRUCTION</u>	
	1. First Aid Projects	
20	IV. <u>WORK PERIOD</u>	
	1. Patrol Meeting Work Periods 2. Personal Measurements Project	
15	V. <u>SCOUTCRAFT GAMES</u>	
	1. Brief Discussion of Theory 2. Kim's Game 3. Minute Judging	
20	VI. <u>PLANNING</u>	
	1. Features of a Patrol Meeting 2. Co-ordinating with Troop Program	
20	VII. <u>RECREATION</u>	
	1. Duel Contests 2. Tall Story Contest	
3	VIII. <u>CLOSING</u>	
	1. Brotherhood Circle & Scout Vesper Song	
5	IX. <u>RESUME</u>	

SECOND TRAINING MEETING

THEME Patrol Meetings

Preliminary Reading Assignments - Adults - HSM: Chap 7 & 8: & Program Tool 20

Junior Leader - HPL: Chap V; HB: 2nd Class First Aid.

Needed Materials:

- Course Notebooks - pencils
- Patrol Record Book
- Each member - New HB

- Visual Aid: "Meeting with Your Patrol"
- Material for Kim's Game
- Watch with second hand
- 3 or 4 foot sticks or poles

PROGRAM

I. OPENING This should be explained to the Patrol before being used. It is a "Leader - Group" response type.

- Leader: Scouts, how are we governed?
- Scouts: By the Scout Law.
- Leader: Give the Scout Sign. Give the Scout Law.
- Scouts: "A Scout is Trustworthy, Loyal - - - - -"
- Leader: Scouts, how are we bound together?
- Scouts: By the Scout Oath.
- Leader: Let us rededicate ourselves to its ideals
- Scouts: "On my honor - - - - -"
- Leader: Two - (all drop Scout Sign)

II. BUSINESS PERIOD

1. Treasurer collects "dues", Scribe makes attendance notations in his Patrol Record Book; then reads the minutes of previous meeting from Patrol Log Book. Corrections are made if necessary, a motion is made and seconded to have minutes adopted, and proper vote is taken. (This procedure should be followed at all Training Meetings)

2. Brief report from each Patrol Leader of his use of items learned at last Training Meeting in his Patrol.

III. SCOUTCRAFT PROJECTS in the form of PROJECTS

Have ASM's and Junior ASM's in turn stage the three First Aid Projects:

- 1. Arterial Bleeding of forearm
- 2. Sprained Ankle
- 3. Carbon Monoxide suffocation

In each instance, make use of a buddy team while the rest watch. After each project discuss First Aid method used.

IV. WORK PERIOD

1. Brief discussion of Work Projects that may be undertaken by a Patrol during its meetings such as making of Camping equipment, decorating Den, making various handicraft items such as Patrol Neckerchief slides, and making items for Troop use. Have each member list the items discussed.

2. Also discuss briefly the opportunity to work on skills which everyone in the Patrol can use (compass, map work, silent signals).

3. Then as a specific project have each participant determine and record in his Handbook (page 273) his personal measurements.

V. SCOUTCRAFT GAMES

1. Impress on the group the necessity of having carefully prepared the rules and materials for games as well as any other program feature. Point out that while some of the games used are from HPL, most are from other sources so that new material will be presented. The games have been especially selected as suitable for Patrol Meeting use.

- 2. Kim's Game (HSM p. 430)
- 3. Minute Judging (HSM p. 427)

VI. PLANNING

1. Make a quick analysis of the features of a Patrol Meeting as described in HPL, Chapter V, indicating at the same time how closely the Training Meeting has followed the suggestions given there for Business, Instruction Work, Planning, Recreation, Ceremonies.

2. Then go through the details of an effective Planning Period; Making Plans for future Meetings, hikes, Camps, equipment making, money earning, Good Turns, special stunts for Troop Get-Togethers.

3. Indicate further, how to use the Patrol Meeting as a means to prepare all Patrol Members for their part in the Troop's Monthly Theme and in the coming Troop Meeting's specific features. (HSM - Tool 10).

VII. RECREATION

1. Indian Hand Wrestling, Indian Leg Wrestling, Hand Slap, and One-Legged Hand Wrestling. (HPL p. 343)

a. And Indian Pole Wrestling - Two Scouts face each other, grasping a 3 or 4 foot pole about 4 to 6 inches from each end. The left hand of each should be on the outer edge while the right hand is on the inner. The object of the game is to touch the right hand end of the stick to the ground.

b. (If time is short, run game only until Scouts have learned features).

2. Tall Story Contest - Limit length for this meeting. Award a candy bar as prize for best.

3. Try a Patrol yell - Sky Rocket or Locomotive from the HPL.

VIII. CLOSING

Form a Brotherhood Circle (Arms on shoulders of Scouts on either side). Sing the "Scout Vesper Song" (See Songs Scouts Sing).

IX. RESUME

1. Point out how easily a Patrol can work out this type of tradition.

2. Comment on the fact that this is a necessary part of a Meeting, but that it is done with great efficiency and speed.

3. The use of live Projects as instructional aids in any Scout skill will make it much more impressive and interesting. Use in Patrol Meetings.

4. The use of a discussion period followed by a practical experience period is another good method of learning.

5. Putting the skill to a test while adding a Competition feature will enliven Patrol Meetings.

6. Take the time to figure out what you want to accomplish; then figure what will help to reach that goal.

7. Bring the group together; close with an impressive quieting ceremony.

JUNIOR LEADERS' TRAINING

PATROL HIKES

<u>TIME (min.)</u>	<u>DO THIS (Detailed Program Follows)</u>	<u>RESPONSIBILITIES (List Names)</u>
4	I. <u>OPENING</u> 1. Why I joined	_____
5	II. <u>BUSINESS</u>	_____
25	III. <u>HIKE INSTRUCTION</u> 1. Patrol Hikes 2. Goals 3. Equipment Demonstration	_____
20	IV. <u>HIKE PLANNING</u> 1. W-W-W-H 2. Action	_____
25	V. <u>INSTRUCTION GAMES</u> 1. Compass Readings 2. "Uncle Quizzie"	_____
10	VI. <u>WORK PERIOD</u> 1. Knife and Ax	_____
10	VII. <u>RECREATION GAMES</u> 1. "Hunt the Candy" 2. Songs	_____
2	VIII. <u>CLOSING</u> 1. Scouting Light	_____
5	IX. <u>RESUME</u>	_____

THIRD TRAINING SESSION

Theme: Patrol Hikes

Preliminary Reading Assignments:

Adults - HSM, Chapters 7 & 8; HB Compass p. 255; Knife & Ax, p. 280.

Junior Leaders - HPL, Chapter VII.

Materials Needed:

- Paper - pencils
- Patrol Record Book
- Hike Equipment & Clothing
- Knives, Axes, Files, Stones

Visual Aid: "Hiking with Your Patrol"

- Game Materials
- Wrapped Candy
- Small Candle, Mason Jar

PROGRAM

I. OPENING Have the oldest and the youngest Scout step out of the room. Tell them you will ask them individually to come in and give the reasons they joined Scouting. Then have each do his stuff. You will find that at least one (probably both) will have mentioned "getting out on HIKES and CAMPS, etc." Tie this to the theme of the Session pointing out importance, etc., of the subject.

II. BUSINESS PERIOD

Have the session short and sweet (see Second Training Session)
Rotate the Patrol Jobs again.

III. HIKE INSTRUCTION

Short discussion on "Patrol Hikes", including leadership requirements, hiking techniques, based on HPL Chap VI. Explain difference between 'Sandwich Hikes' & 'Chop Hikes', and announce forthcoming Leaders' Hike will be a 'Chop Hike.'

Emphasize the importance of having a definite GOAL for each hike (work in with current monthly theme) and a planned program to reach this goal.

Have a simple demonstration of the proper equipment and clothing for Hike (HB p. 136-149). Note: This is a hike, - not a camp: no blankets etc.

IV. HIKE PLANNING What - When - Where - How

Divide the Patrol into four groups, and give each the responsibility for leadership in developing the details of one of the following items in preparation for the hike.

1. Route - (Hikemaster in Charge) Plan an appropriate route on a map of the local territory.
2. Equipment - (Quartermaster in Charge) Prepare a list of essential equipment to take along.
3. Commissary - (Grubmaster in Charge) Suggest a menu and food list.
4. Activities - (Asst. PL in Charge) Kind of Hike, activities on out-trip, at the hike destination and on the return journey. (It would be well to use the suggestions presented in the next Session, 'The Green Bar Hike' which emphasize the Second Requirements.)

After plans have been completed, they are discussed by the whole Patrol, until final adoption. Distribute leadership, decide upon meeting place and time, and equipment and grub to be brought by each Scout.

V. INSTRUCTION GAMES

1. "Uncle Quizzie". Have an Asst. Scoutmaster develop about twenty questions on out-door Scouting (HB) such as firebuilding, cooking, knifecraft, axmanship, compass, mapping, signalling, etc. (or get them from Boys' Life. Divide the group into two groups, and run game like a radio quiz, with alternating boys of alternating teams answering questions put to them. Each correct answer means 100 for team; partly correct answers a proportionate number of points. Team with most points at end is winner.

2. "Compass Readings." (HSM p. 424).

VI. WORK PERIOD

Knife and Ax. Review the material in Chapter 15 of the HB. Include care, safe handling, and especially sharpening.

Let each boy actually DO some sharpening.

VII. RECREATION GAMES

1. Hunt the Candy (HSM p. 431)
2. Go through "Songs Scouts Sing", pick out and try a few songs suitable for the open road.

VIII. CLOSING

Light a small candle. Darken room. Quietly tell the group that this light represents the virtues Scouting teaches. Point out how clearly it sends forth a beacon when it is allowed to stand in the open. Then place a clear Mason jar over it. As it begins to flicker, draw the parallel that Scouting's virtues too, will become dim if kept inside and bottled up, and will finally die. (As candle goes out).

IX. RESUME

(Be sure to add your own more appropriate comments)

I. How easy it is to make up an Opening that is fitting for the theme of the Meeting. Try it!

II. Business; necessary, but kept as short as possible.

Definite conclusions arrived at by discussion; followed by a change of pace provided by the demonstration.

IV. Everyone has a part in planning, so everyone knows what will happen, why it will happen, and therefore will be willing to be a working part of the plan.

V. Games in the mood of the Meeting. Fun, but plenty of information also. Remember, it takes preparation to do them well.

VI. Everyone gets his hands on the Ax. The most effective teaching method known is by DOING.

VII. Completely fun games provide a happy memory to take home.

VIII. Closing is a reminder of our Scouting Ideals. Something to think about.

JUNIOR LEADERS' TRAINING

GREEN BAR TRAINING HIKE

DO THIS
(Detailed Material Follows)

RESPONSIBILITY
(List Names)

I. ASSEMBLY

II. OUTWARD JOURNEY

Activities:

Map Sketch of Route
Nature Observation
Trail First Aid

III. AT DESTINATION

1. Quick Skill Demonstration

2. Boys DO the skill

3. Patrol Cooking

- a) Ax
- b) Fire
- c) Cooking
- d) Clean Up

4. "Patrol Time"

5. Instruction Games

Tree Hunt or Height Measuring
and "LIVE WIRE"

6. Recreation Game

"Spies in the Woods"

7. Clean Up

IV. RETURN JOURNEY

V. RESUME

GREEN BAR TRAINING HIKE

Theme: Hike Techniques & 2nd Class Requirements

Preliminary Reading:

ALL: 2nd Class Out-door Requirements

Material Needed:

Pencils - paper

For Games as indicated

Map of Territory

For Requirements as needed

Hike Equipement

I. ASSEMBLY

Quartermaster and Grubmaster check equipment and grub to insure that everything is in readiness.

II. OUTWARD JOURNEY

Hiking Techniques: - Follow suggestions in HPL and HSM in respect to proper methods of hiking and correct Patrol hike formation on highways.

Activities: - Have the boys make a simple map sketch of the route. Record on this any observations of interest made by Patrol members (Birds, trees, Etc)

Also, during rest periods or on the way, prepare several Trail First Aid problems such as a "Blister on Heel"; Poison Ivy Exposure"; and "Sprained Ankle". See how 'Prepared' the group is to meet these emergencies.

III. AT DESTINATION

1. Have an ASM or Jr ASM put on a quick demonstration. Have him act just as though he were a Patrol Leader teaching his Patrol. Depending on season and locality choose one of the following:

- a) Second Class Req. 2 of Scoutcraft - Find Your Way
- b) " " " 4 " " - Be Observant (1 part)
- c) First " " 2 " " - Lay of the Land
- d) " " " 6 " " - Get a Message through

2. Now with as many leaders as possible helping, let every Scout go through the test just demonstrated. Be sure they all do the test properly and completely.

3. Cooking - This will be done on a Patrol basis. (The PL (SM) will lead this, being careful to do it properly so each boy will see HOW to do it in his Patrol).

Keep meal simple. Use Second Class Requirement #3, "Cook a Meal," as a model. Use this entire Advancement unit (i.e. prepare wood properly with ax; build a suitable fire, cook a 'one pot' meal (HB, p. 326) & clean up.) Insist on a good job NOW. Start a Troop tradition.

4. "Patrol Time" - Actually a short Free Time or Rest Period but called "Patrol Time" so PL can control group. (Keep short so boys do not wander off)

5. Instruction Games -

Divide into teams -

Height Measuring (HSM p. 428) or Tree Hunt (HSM p. 442) and "Live Wire Accident" (HSM p. 443)

6. Recreation Game -

"Spies in the Woods" (HSM p. 433) This is not a violent, bodily contact game purposely, so that it will be suitable for future Patrol Hikes without an adult to umpire.

7. Clean-Up - Scouts leave a hike spot as clean or cleaner than they find it.

IV. RETURN JOURNEY

, Songs, talk, etc. Don't try to make this a planned period.

V. RESUME

Point out the general idea of a planned program for entire time. Everyone a job. Everyone knew program. Everyone learned something. Everyone had fun.

FOURTH TRAINING SESSION

JUNIOR LEADERS' TRAINING

PATROL ADVANCEMENT

TIME (min.)	DO THIS <u>(Detailed Program Follows)</u>	RESPONSIBILITY (List Names)
2	I. <u>OPENING</u> YOU KNOW - YOU'RE A SCOUT	
5	II. <u>BUSINESS</u>	
25	III. <u>DISCUSSION</u> Scoutcraft Advancement	
10	IV. <u>SCOUTCRAFT INSTRUCTION</u> Silent Signals	
20	V. <u>WORK PERIOD</u> Knife Craft	
20	VI. <u>INSTRUCTION GAMES</u> "Save My Child" "Walking Statues"	
10	VII. <u>PLANNING</u> A Look at Advancement	
20	VIII. <u>RECREATION</u> 1. Dramatics 2. Songs 3. Story by SM	
3	IX. <u>CLOSING</u> Dismiss by Rank	
5	X. <u>RESUME</u>	

FOURTH TRAINING SESSION

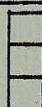
Theme: PATROL ADVANCEMENT

Preliminary Reading Assignment:

Adult Leaders: HSM Chapters 7 & 15; & Tool 20

Junior Leaders: HPL Chapters VIII; HB p. 432, Rank Requirements.

Materials Needed:



Paper - pencils



Patrol Record Book



Scout's Knives, Carb. Stones, Sticks

Visual Aid: "Learnin' by Doin' with Your

Patrol"

Game Materials as indicated

2nd & 1st Class Req. Cards

Hand Book for Boys

Boys' Life Jokes

PROGRAM

I. OPENING

Read in the HB - Page 2 starting with "The first streaks of the sun - - - ", to the top of Page 3, ending with, "You know - because you are a Scout."

II. BUSINESS - Short as usual. Rotate jobs. (Sess Session 2)

III. DISCUSSION "SCOUTCRAFT ADVANCEMENT IN THE PATROL" - led by Asst. Patrol Leader based on HPL, Chapter VIII (specifically the opening pages), and HSM, Chapter 15. Why Advancement? What constitutes normal advancement? Why is it important that the PL is ahead of the fellows in his Patrol? How do hiking and camping make advancement possible?

Use of the natural sequence of experiences vs. "Tests to be passed" (i.e. a natural unit of advancement in logical order such as ax work, then fire building, then cooking, then clean-up).

Follow this with a most important Session in which the SM gives an INTERPRETATION of all Scout tests and sets the TROOP STANDARDS. (HSM, Tool 20, p. 488). The boys should follow this in their HB, or on Council 2nd & 1st Class Cards. (A brief explanation of HOW to use the HB's "Requirement Check-List & Index in the back would be helpful.)

IV. SCOUTCRAFT INSTRUCTIONS

Have a Junior ASM instruct in Silent Signals (HB p. 380).

Then try them out, letting various boys lead the group.

V. WORK PERIOD

Knife-craft project: Paper knife. Each Scout uses his own knife. Have a short demonstration on HOW to sharpen a knife, staged by the Quartermaster; then have each boy sharpen his own. Sticks are distributed (3/4 to 1 inch in diameter, 8-10 inches long). Paper knives are carved. Time limit: 10 minutes.

VI. INSTRUCTION GAMES

"Save My Child" (HSM p. 440)

"Walking Statues" (HSM p. 432)

VII. PLANNING

Make a quick review of the meeting up to this point, drawing attention to how many different Scout Requirements it has been possible to introduce through games and projects. Discuss and develop an effective plan for advancement in the Patrol, making use of buddy teams.

VIII. RECREATION

1. Dramatics - (in charge of Cheermaster). Cut out suitable jokes from Boys' Life and distribute them to buddy teams for snappy dramatization.
2. Try a few lively songs from "Songs Scouts Sing."
3. Story, told by the leader of the Patrol, that is, the Scoutmaster (use something short, with which you are familiar - HSM p. 158 & Tool 17).

IX. CLOSING

Have the Scouts standing at attention. Then tell them to fall out as their rank is called. Start with Eagle, then Life, Star, 1st Class, 2nd Class, and finally Tenderfoot.

X. RESUME

I. A fitting reading from one of the Scout manuals makes an appropriate opening.

II. Business is never long enough to get boring.

III. Actually definitized what we expect in our Troop for each test. There should be no doubt now about what has to be done and what has to be known to pass a test or even a full Rank.

IV. Not only was everyone taught, but also we were able to try the Silent Signals. More fun than just talking about them.

V. Work with one's hands has a definite part in every meeting. Use it whenever possible.

VI. Using previously learned skills keeps them fresh in the mind. This is the purpose of the use of many Scout Instruction Games.

VII. It is always good to renew what we have done or what we are aiming for. More planning and less aimless wandering means a better Patrol.

VIII. Recreation does not always mean games. There are many ways to relax and have fun.

IX. The closing this time is used to emphasize the theme of the meeting.

FIFTH TRAINING MEETING

JUNIOR LEADERS' TRAINING

PATROL FEATURES

TIME (min.)	<u>DO THIS</u> <u>(Detailed Program Follows</u>	RESPONSIBILITY (List Names)
5	I. <u>OPENING</u> 1. Entrance Requirement 2. Inspection	_____
5	II. <u>BUSINESS PERIOD</u> Short & Sweet	_____
10	III. <u>INFORMAL INSTRUCTION GAME</u> Observation	_____
25	IV. <u>DISCUSSION</u> Patrol Features that Build	_____
30	V. <u>WORK PERIOD</u> 1. Smoke Prints 2. Illustrated Training Hike Report	_____
20	VI. <u>RECREATION</u> 1. Newspaper Race 2. Chain Tag - Skunk Tag 3. Newspaper Crumple	_____
15	VII. <u>SPECIAL PATROL FEATURES</u> 1. Song Leading 2. Planning	_____
2	VIII. <u>CLOSING</u> A Traditional Ceremony	_____
5	IX. <u>RESUME</u>	_____

FIFTH TRAINING SESSION

Theme: PATROL FEATURES

Preliminary Reading Assignments

Adult Leaders - HSM, Chapter 2 & 7; INTRO. 'Songs Scout Sing'

Junior Leaders - HPL, Chapters II, IX & X.

(in Action"

Materials Needed

Paper & pencils

Visual Aid: "Your Patrol Leaders' Council

Tree leaves, candles, white paper

Games Materials; old newspaper

'Songs Scouts Sing'

PROGRAM

I. OPENING

1. Have everyone leave the room about two minutes prior to the time set for Opening. Use a simple Scouting skill as an entrance requirement. (i.e. ask that each tie a knot used to make a permanent loop etc., or that each tell the exact height they can reach with upraised arm.)

2. Have a quick inspection by the Patrol Leader to determine general neatness, or a novelty such as the cleanliness of fingernails on the left hand and shine on the right shoe.

II. BUSINESS PERIOD

Usual procedure. (See Session Two).

Remember to rotate Patrol positions.

III. INFORMAL INSTRUCTION GAME - Observation

Have a visitor drop in for a moment and interrupt business proceedings, then disappear. When business is finished divide into buddy teams and ask for report of appearance of visitor. Have visitor re-enter for check.

IV. DISCUSSION

"Patrol Features that Build Patrol Spirit".

Base this on HPL, Chapter II. What place do special features have in the life of the Patrol? How can they be worked into the Patrol Program? How can the boys be interested in them? Which to choose first? What about flag, den, logbook, handicraft, yells, songs, stunts. Patrol signature, camping outfit, special interests, ect.?

V. WORK PERIOD

1. Demonstrate how to make smoke prints of leaves (HPL).
Have each boy make a smoke print.

2. Distribute paper to buddy teams, each team to fill a sheet or two with illustrated report of the Training Hike for the Patrol Log.

VI. RECREATION

1. "Newspaper Study" (HPL p. 338)

2. Very brief trial of "Skunk Tag" & "Chain Tag" (HSM p. 446)

3. "Newspaper Crumple". Have each member take a full double sheet of newspaper by one corner. At a signal, each tries to crumple the paper tight enough to fit into his hand.

VII. SPECIAL FEATURES

1. Song Leading - This is a much neglected part of our program. The opening pages of "Songs Scout Sing" carry an excellent piece of song leading. Read it and demonstrate the simplicity of leading songs. Try a song. Then get a boy to join you in leading it. Give the boys an opportunity to try. Keep helping them.

2. Planning - It is essential that every Patrol Feature to be presented is first "walked through". That is, try out the song, stunt, story or demonstration to get rid of the 'bugs'. Be critical; see just what effect you will achieve.

Remember, also, to plan events for their over all effect. Patrol Meeting, Campfires, etc. like Troop Meetings, should be planned with a wide diversity of material. A change of pace should occur regularly. However, as a general rule, programs run from the funny or lively songs, games, and stunts in the earlier stages to the quiet, solemn, impressive songs, stories, or ceremonies in the later stages.

VIII. CLOSING

Form circle, all arms lifted high. Lower arms slowly while singing Taps. Scoutmaster then says "Be Prepared". And the rest answer in unison, "We Are Prepared."

IX. RESUME

I. - 1. A surprise entrance requirement provides an opening which stimulates every member of the Patrol.

2. An inspection, either formal or of a novelty type, keeps the gang aware of the fact that personal appearance is important.

II. The Business Period is important for efficient running of any group.

III. Again we use the element of surprise to keep the gang on its toes.

IV. The habit of sitting down to discuss and evaluate features you include in your Program is important. Know what you are accomplishing with every item you suggest to your Patrol Head for a goal.

V. - 1. There is no one who can fail to enjoy a skill if he is given an opportunity to learn it, and then an opportunity to do it and get a finished product.

2. Here is a way to interest the members of your Patrol in starting a Patrol Log.

VI. Many games can be played with easily available equipment such as newspapers.

VII. The sky is the limit on what your Patrol can do in the way of Special Features, but whatever you decide upon, PLAN it carefully first and then try it.

VIII. Here is another easy, yet solemn ceremony that has become a tradition in many Patrols and Troops.

SIXTH TRAINING SESSION

JUNIOR LEADERS' TRAINING

PATROL CAMPING - PATROL LIVING

<u>TIME (min.)</u>	<u>DO THIS (Detailed Program Follows)</u>	<u>RESPONSIBILITY (List Names)</u>
5	I. <u>OPENING</u> Flag Ceremony	
10	II. <u>BUSINESS PERIOD</u> 1. Usual Session 2. Review Note Books	
10	III. <u>INSTRUCTION GAME</u> Tenderfoot Pete's Pack	
25	IV. <u>DISCUSSION</u> Patrol Cooking	
30	V. <u>CAMP PLANNING</u> Organization that Works	
15	VI. <u>FUN GAMES</u> 1. "Oratory" 2. "Sleeping Indians"	
20	VII. <u>INDOOR CAMPFIRE</u> 1. Camp Songs 2. Round Robbin Story 3. SM's Minute	
1	VIII. <u>CLOSING</u> SM's Benediction	
5	IX. <u>RESUME</u>	

SIXTH TRAINING SESSION

Theme: PATROL CAMPING - PATROL LIVING

Preliminary Reading Assignments

Adult Leaders - HSM, Chapters 7 & 10

Junior Leaders - HPL, Chapters I, III, VII, XI, XII

Material Needed:

Paper - pencils

Patrol Record Book

Visual Aid: "So Now You're Going Camping"

Camp Equipment & Pack

Council Camp Manual (Free)

PROGRAM

I. OPENING

Flag Ceremony. At this time the Troop should work out the type of flag ceremony it will use. Include how the flags should be brought in and retired; the Commands used; the positions of the Patrols, Junior Leaders, adults, etc.; the procedure for "Attention", saluting, etc.

Then one formal run-through should actually open the meeting.

II. BUSINESS MEETING

1. Run the usual session (See 2nd Meeting)

2. Review of notebooks kept by the boys participating in the training with special comments on the best, by the Scoutmaster.

III. INSTRUCTION GAME "Tenderfoot Pete's Pack"

Assistant Scoutmaster shows pack filled to the brim, empties it onto the floor, then repacks it, describing quickly the various items he puts in. Each Scout makes list from memory under these three headings:

1. What necessary equipment did Pete have in his Pack?
2. What unnecessary equipment had Pete included?
3. What important camp equipment had he forgotten to pack?

When lists are completed, make a rapid check and decide on winner of this memory game.

(HSM, p. 199; HPL, p. 152-157; HB, Chap. 11; FB, p. 138-141)

IV. DISCUSSION "Patrol Camping"

Go over lists just prepared, agree upon necessary equipment, then continue, covering such items as;

Why is camping on a Patrol basis important?

How much hike training is necessary before first Patrol camp is undertaken?

What about the program of the Patrol Camp?

Cooking? Health & Safety? Leadership responsibility.

V. CAMP PLANNING

Divide Patrol into two groups to fit the organization described in HPL p. 147, for work prior to overnight Camp and work in camp.

1. Consents and Program (Patrol Leader, Scribe);

Develop suitable form for getting parents' consent for boys participation.

2. Equipment (Quartermaster, Cheermaster); Break down the equipment list already developed, into two divisions - covering Tenting & Cooking; then decide upon items for which various Patrol members will be responsible.

3. Site, Travel, Collecting Camp Fees (Treasurer, Hikemaster);

Decide upon Campsite, method of getting there, and after consultation with Grubmaster, work out amount to be paid by each individual.

4. Food (Asst. PL, Grubmaster): Make menu for Camp based on HPL p. 162 and HSM p. 238. Develop food lists and estimate cost. After all plans have been made, they are presented to the WHOLE PATROL for discussion, correction (if any), and adopted.

VI. FUN GAMES

1. "Oratory" - (HPL p. 343)
2. "Sleeping Indian" (HSM, p. 432)

VII. INDOOR CAMPFIRE (Circle seated around artificial Campfire or candle in a dish).

1. Camp Songs - Pick out several boys in advance to lead good out-of-door songs from "Songs Scout Sing".

2. Round-Robin Story - One boy starts a dramatic adventure story, introducing hero and villain; after one minute he is interrupted, and the next boy takes over, starting where former boy left off, - even if in middle of sentence, - and so on.

3. Scoutmaster's Three Minutes (HSM, p. 158)

A good story, - emphasizing the "GOOD TURN" is "How Scouting Came to America". - (HB, p. 8).

VIII. CLOSING

All rise, fold arms and repeat the "Scoutmasters' Benediction"
"Now, may the Great Master of all good Scouts be with us, till we meet again."

IX. RESUME (Amplify these brief notes)

I. It is sometimes good to establish a standard pattern for a program feature that will be used a great deal.

II. The review of any type of work that has taken care and effort should be careful and complete enough so that comments and compliments can be given.

III. A game that sets the mood for the theme of the meeting is quite good. It causes interest and promotes participation.

IV. - V. The meat of the Meeting. This is what we came to learn tonight. Our planned goal was to put this over well.

VI. Games can be developed - from extreme noise to dead quiet.

VII. This simulated Campfire proves most effective if everyone will enter into the spirit of it.

VIII. Closing - fitting, yet simple.

GREEN BAR TRAINING CAMP

DO THIS
(Detailed Program Follows)

RESPONSIBILITY
(List Names)

FIRST DAY

I. Assembly

Distribution of Material

II. Outward Journey

Proper Hike Methods

Activities - Compass, Wild plants, Trail signs

III. Camp Making

Tenting & Cooking Crews

IV. Evening Activities

1. Supper

2. Patrol time - "Pioneer Line Toss"

3. Game - "Capture the Flag"

4. Campfire - planned in advance

Patrol Leaders' Promise

SECOND DAY

V. Morning Activities

1. Breakfast

2. Secure the Camp

3. Scoutcraft Activities

Skill-Showing & Trying or Game-()

VI. Noon Meal

VII. Rest Period

Short but quiet

VIII. Breaking Camp

Clean up - Pack up

Inspection

IX. Return Journey

Good Hiking Methods

Discuss the Experience

X. The End

GREEN BAR TRAINING CAMP

Materials Needed:

Camp Equipment
 Troop Flag

75 feet of $\frac{1}{2}$ " line
 Game materials as indicated

PROGRAM

(Use this for a guide, but be sure to make your own written program with all details included)

FIRST DAY

I. Assembly

Quartermaster and Grubmaster distribute equipment and food stuff to be carried, and make a quick check of the items which boys were to bring.

II. Outward Journey

Trip to Campsite, as arranged by Hikemaster and Treasurer. Use same hiking method followed in the Green Bar Hike subsequent to Third Training Session.

Activities: 1. Plot the direction being traveled at various times in degrees (HB, p. 329)
2. Each member to find as many types of edible wild plants as he can. (HB, p. 329)
3. Use a number of trail signs to indicate the way to the final camping spot. (HB, p. 250)

III. Camp Making

Upon arrival, form "duffel lines" (HSM, p. 204) Look over the site for best location of tents, kitchen, latrine, etc., and tell why each was chosen; then make camp, following plan describe in HPL. Use TENTING and COOKING CREWS (HPL, p. 159)

When camp is completed, make thorough inspection, covering points in HSM, p. 207.

IV. Evening Activities

1. Supper, as planned in Sixth Training Session is prepared on a Patrol basis and eaten in family style. The standard clean-up is followed. (Remember, here is your opportunity to establish Troop tradition).

2. "Patrol time" - again, it is wise to have a short period of 'Free Time', under the direction of the Patrol Leader. Providing an interesting "semi-quiet" recreational game gives the Patrol a chance to have fun on its own. This type of game is well represented by "Pioneer Line Toss". The only equipment needed is some "binders twine" and 75 feet of $\frac{1}{2}$ " line. Lash a pole (2 to 4 inches in diameter and 10 to 20 feet long) between two trees about 15 feet off the ground. The object of the game is to stand about 25 to 30 feet back and toss the line over the pole, run under the pole, secure the end of the line to a $1\frac{1}{2}$ or 2 foot log (6 to 8 inches in diameter) by a timber hitch; run back to the other end of the line, draw the log into mid-air and secure this end to a peg by a clove hitch. This is a competition against time.

3. "Game" - Try a wide game. "Capture the Flag" (HSM, p. 447)

4. Campfire

Following the game, put on a well planned Campfire Program under the leadership of one Junior Leader. (HSM, p. 275) with everyone contributing a prearranged song, stunt, or game.

At the end of the Program the Scoutmaster takes over for a short talk on "PATROL LIVING", covering the highlights of Chapters II, IV, VII, XII of HPL especially emphasizing the Patrol Leader's loyalty to his Patrol members, and the Patrol's loyalty and helpfulness to the Troop and community. The Scoutmaster finishes by asking the Patrol Leaders if they are ready to reaffirm their "Leader's Promise" now that they have received their leaders' training. The Troop flag is brought into the Campfire circle, and the boy leaders pledge themselves to the 'PATROL LEADERS' PROMISE', reciting it after the Senior Patrol Leader (HPL, p. 7) This is followed immediately by taps.

(It is of the greatest importance to the success of this whole Leaders' Training that this last period be of great dignity and sincerity.)

This is the challenge to the Patrol Leaders and the keynote of the Troop's future work.

SECOND DAY

V. Morning Activites

1. Breakfast, prepared by a group different from the one that cooked the evening meal. Here again, the meal is cooked as a Patrol meal and served family style. Traditional good Clean-up.

2. Secure the Camp - Personal equipment should be arranged neatly before the day's activities are undertaken.

3. Scoutcraft Activities - Arrange for one of the leaders to demonstrate a Scouting skill followed by an opportunity for everyone to try it. Or, - conduct a Scoutcraft game such as "Nature Scavenger Hunt" (HSM, p. 442) "Deer Stalking" (HSM, p. 433) "Signal Fun" (HSM, p. 428)

VI. Noon Meal

Prepared on a Patrol basis; responsibility for Cooking again sifted. Family style serving. Again a careful clean-up.

VII. Short Rest Period

VIII. Breaking Camp

Follow closely the procedure described in HPL. The Cooking Crew of the previous day now doing the job of the Tenting Crew and vice versa, to give all an opportunity to handle all equipment. After the packing is done, and the packs have been arranged in "duffel-line", a thorough inspection of the Camp is made - one group inspecting kitchen site, the other, tent site. Then change over to discover during a second inspection what was overlooked during the first.

IX. Return Journey

Discuss on way home, good and weak points of experience. Stress the use of a planned program. Back in town, the Quartermaster checks in the Camping equipment.

X. THE END

D I S T R I C T
Boy Scouts of America
E Q U I P M E N T C H E C K L I S T

for
 SCOUT TROOP
 TO HIKE
 OBJECT DATE
 LEADER
 MEETING PLACE TIME

CHECK IF NEEDED	ARTICLE	PACKED	CHECK IF NEEDED	ARTICLE	PACKED
CLOTHING:					
CORRECT SCOUT UNIFORM			COOKING GEAR:	FOOD For	Meals (If Individual cook'g)
SHIRT (Heavy, light, work)				COOKING KIT WITH CLEANING MATERIALS	
TRousERS (Heavy, light shorts)				CANTEEN OR WATERBAG	
UNDERWEAR (Light, Heavy)				SCOUT KNIFE	
STOCKINGS, WOOL (pairs)				MATCHES	
SHOES (Heavy, light, high, waterproof)			MISCELLANEOUS:		
SHELTER, AND/OR JACKET (Moccasins, Tennis)			\$	For Carefare, Food, Etc.	
RAINCOAT OR PONCHO			COMPASS, MAP, NOTEBOOK & PENCIL		
HAT (SCOUT, RAIN, STOCKING, ANY)			FIRST AID KIT (Personal)		
GLOVES OR MITTENS			TOILET ARTICLES (Towel, Soap, Toothbrush,		
PAJAMAS (Light, heavy)			TOILET PAPER - Comb, Metal Mirror)		
SWIM SUIT			SEWING KIT		
HANDKERCHIEFS			FLASHLIGHT		
SHELTER:			FISHING TACKLE		
PACKSACK			CAMERA & FILM		
TENT (Type) POLES & STAKES					
GROUND CLOTH (Waterprooff)					
WOOL BLANKETS OR SLEEPING BAG					
ROPE, Feet; MOSQUITO NET & 612					

P A T R O L E Q U I P M E N T

No.	Article	No.	Article
TENTS		MISCELLANEOUS KNIVES, SPOONS	FIRST AID KIT
POLES		& CLEANING EQUIPMENT	HALAZONE
STAKES			TOILET PAPER
TENT ROPES			MAPS
COOKING KITS:			FLAGS
WATER PAILS			
FOOD BAGS & CONTAINERS			

F O O D L I S T

I UNDERSTAND THE CONDITIONS AND OBJECTIVES OF THIS HIKE. MY BOY HAS MY PERMISSION TO ATTEND IT.
HE HAS ALL OF THE REQUIRED EQUIPMENT WITH HIM.

(Parent or Guardian)